FIGURE 1

```
           ┌─────────────┐
           │    START    │
           └──────┬──────┘
                  │
                  ▼
        ┌──────────────────────┐
        │ PROTOCOL SENT FROM   │
        │     SOURCE TO        │
        │    DESTINATION       │
        │                      │
        │         100          │
        └──────────┬───────────┘
                   │
                   ▼
        ┌──────────────────────┐
        │ RESULT OF CONNECTION │
        │  LATENCY SENT BACK   │
        │    TO THE SOURCE     │
        │                      │
        │         101          │
        └──────────┬───────────┘
                   │
                   ▼
        ┌───────────────────────────┐
        │   DEPENDING ON RESULT, A  │
        │ COMPRESSION SCHEME IS CHOSEN │
        │                           │
        │            102            │
        └───────────┬───────────────┘
                    │
                    ▼
           ┌─────────────┐
           │     END     │
           └─────────────┘
```

FIGURE 2

CONCURRENT PHASE WITH FIGURE 1

START

↓

MEASUREMENTS OF PERCEPTUAL
DEGRADATION OF THE IMAGE
ARE TAKEN BY THE SENDER'S CPU

200

↓

COUPLED WITH STEP 101 OF FIGURE 1, A COMPRESSION SCHEME
IS CHOSEN

201

↓

END

FIGURE 3

```
        ┌─────────────┐
        │    START    │
        └──────┬──────┘
               │
               ▼
     ┌──────────────────┐
     │ DETERMINE LATENCY│
     │                  │
     │        300       │
     └────────┬─────────┘
              │
              ▼
     ┌──────────────────┐
     │ SELECT POTENTIAL │
  ┌─▶│COMPRESSION SCHEME│
  │  │        310       │
  │  └────────┬─────────┘
  │           │
  │           ▼
  │  ┌────────────────────┐
  │  │DETERMINE PERCEPTUAL│
NO│  │    DEGRADATION     │
  │  │         320        │
  │  └─────────┬──────────┘
  │            │
  │            ▼
  │       ╱─────────╲
  │      ╱ DEGRADATION╲
  └─────◀ WITHIN LIMITS?▶
         ╲    330    ╱
          ╲─────────╱
               │
              YES
               │
               ▼
     ┌──────────────────┐
     │ USE COMPRESSION  │
     │     SCHEME       │
     │       340        │
     └──────────────────┘
```
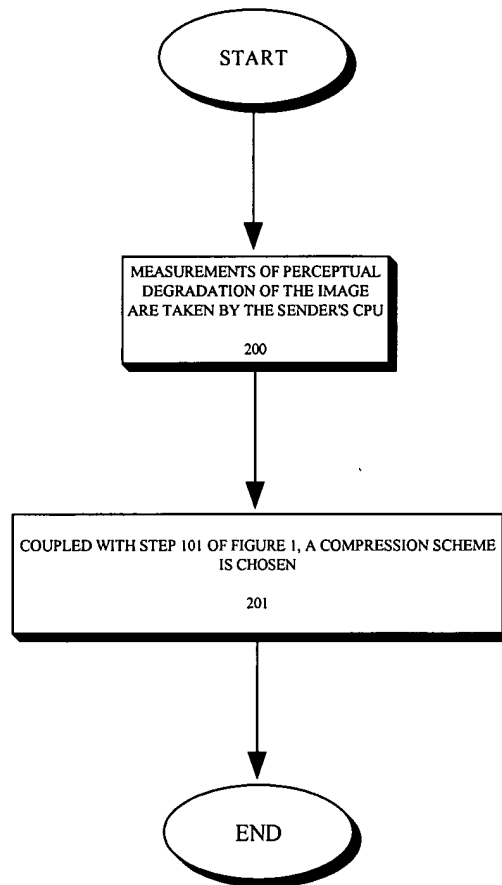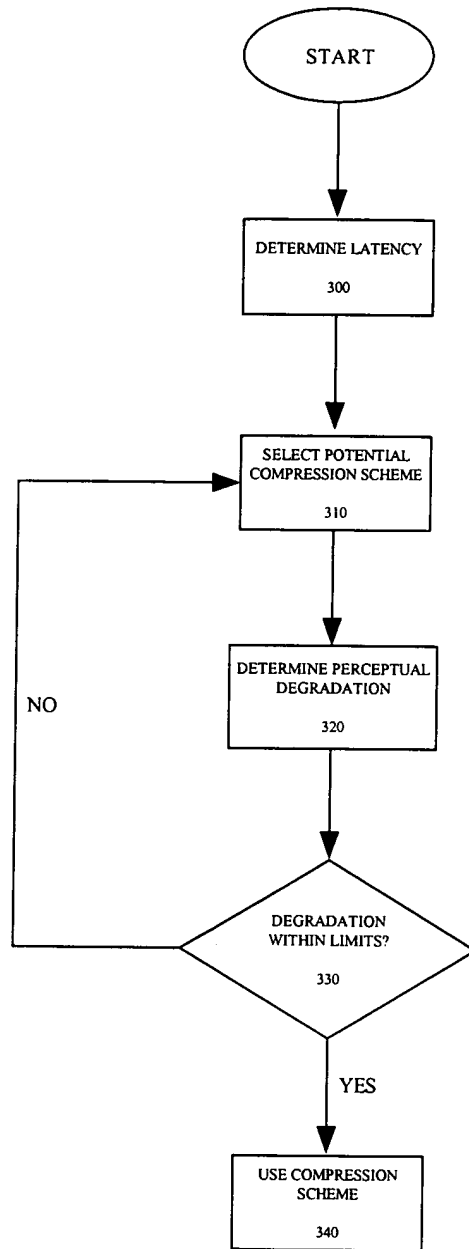
FIGURE 4
Partial List of Compression Schemes

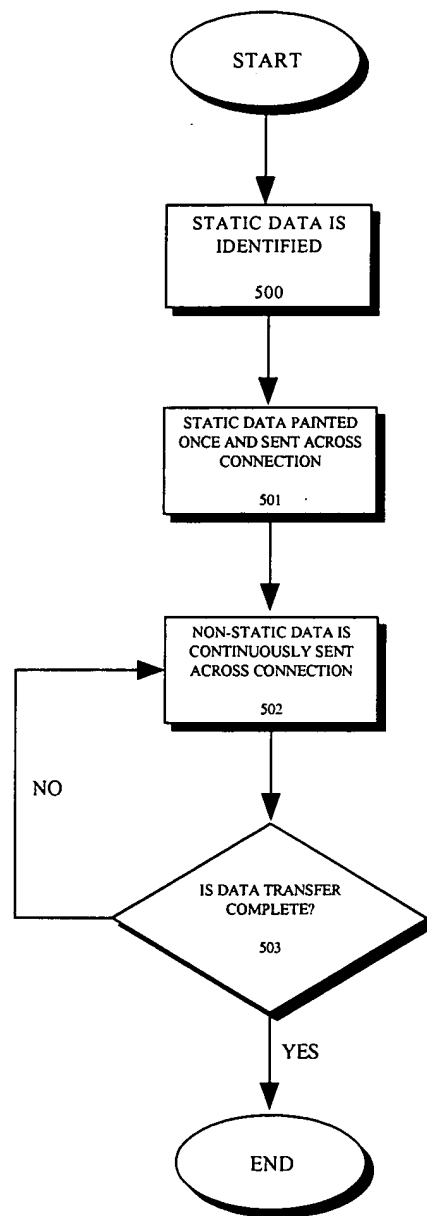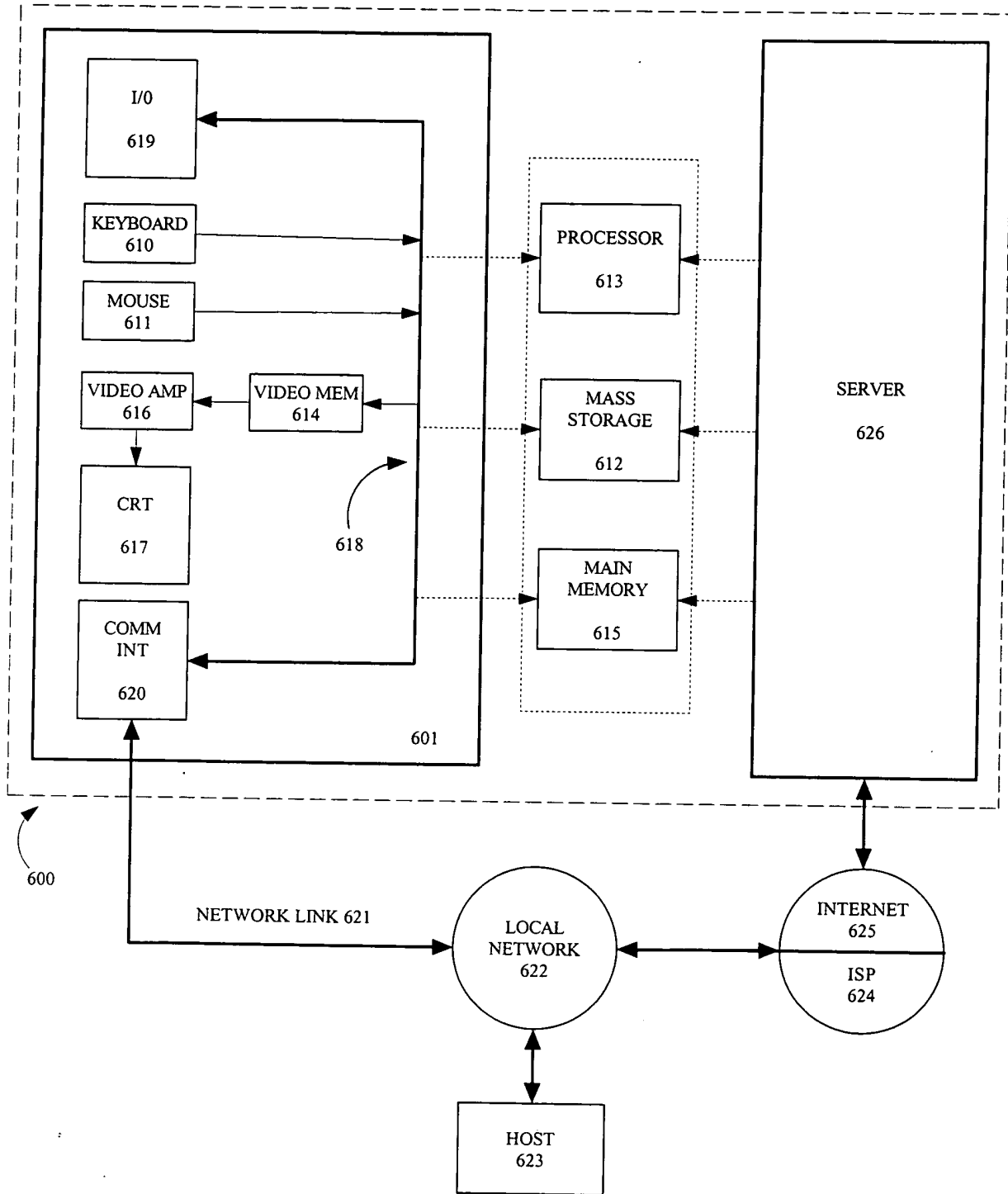| Name |
|---|
| ● 2-D Run-length lossless encoding scheme |
| ● YUV chroma sub-sampling (4-2-2, 4-H) |
| ● Adaptive pulse code modulation |
| ● Straight RGB (24 bit) |
| ● Discrete Cosine Transform |
| ● Wavelet Transform |

FIGURE 5

START

↓

STATIC DATA IS
IDENTIFIED

500

↓

STATIC DATA PAINTED
ONCE AND SENT ACROSS
CONNECTION

501

↓

NON-STATIC DATA IS
CONTINUOUSLY SENT
ACROSS CONNECTION

502

↓

IS DATA TRANSFER
COMPLETE?

503

NO

YES

↓

END

FIGURE 6